

10 + 1 BASIC RULES FOR PARTICIPANTS

The theme of these Rules is – sail safely, have fun, and keep clear of other boats!

The Protest Procedure is suspended for this series, (except for collisions causing damage), but if you want to talk about something that happened during a race, come and see me at the BBQ afterwards.

1. If you have the wind coming over your port side (that's port tack - your sails are on the starboard side of your boat), keep clear of a boat with the wind coming over their starboard side (who is thus on starboard tack, with their sails on their port side!)
2. If you are on a starboard tack, even though you have the right-of-way, don't assume that a port tack boat knows that you have the right of way, or even sees you! Take action to avoid a collision if they stay on a collision course with you.
3. If you are upwind of another boat and overlapped with them, keep clear of them.
4. If you are overtaking or passing another boat, keep clear of them. If another boat is passing you, keep clear of them just in case they do something stupid.
5. If you are tacking (changing sails from one side to another while sailing towards the wind), keep clear of other boats.
6. Always make slow changes in your course – give others around you time to keep clear.
7. Try not to start before your signal. If you do, just turn and re-cross the starting line, but stay clear of all other boats! If you don't return, the RC will have to disqualify you from the race!
8. As you approach a mark to go around it, make enough room so that anyone who is already between you and the mark can also go around it.
9. If you do hit a race mark or the RC boat, get out of everyone's way, do one tack & one gybe (or one gybe & one tack), then get back on your course to the next mark.
10. Once you've crossed the finish line, keep clear of others who have not yet finished.

10+1. Never, ever, ever hit the RC boat at the start; accidentally, or deliberately.

It's small, you're big. It's soft & light, you're built like a truck! Seriously, you could upset it, and drown people! And if you accidentally happen to just graze or nudge it, you must do the turn prescribed in Rule 9, or your race will not be scored!

Don't play bumper boats – people & boats get can get hurt.

Experienced sailors should keep well clear of novices/family boats.

If you do hit another boat, causing damage, then both boats must retire from the race. At least one of you must file a protest, otherwise your insurance company will not pay-out. Get the form from the RC at the finish line.